

```

<<Exception>>
OutOfBoundsException
<<constructor>>

```

```

<<Interface>>
IStarship
+ Integer subtractFuel(Integer value)
+ Integer addFuel(Integer value)
+ Integer FuelTracker (Integer value, FuelAction fuelAction)
+ Integer destructionTracker (Integer value)

```

```

<<Exception>>
DeadShipException
<<constructor>>

```

```

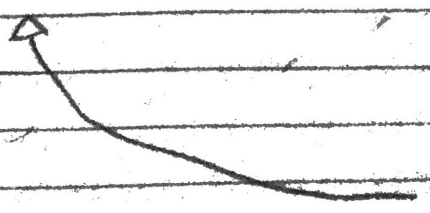
<<enumeration>>
FuelAction
add
subtract

```

```

AbstractStarship
# Integer FuelLevel
# Integer destructionLevel
+ Integer maximumFuelLevel
+ Integer maximumDestructionLevel
+ Integer minimumDestructionLevel
+ Integer minimumFuelLevel
<<constructor>>
+ Integer addFuel(Integer value)
+ Integer subtractFuel(Integer value)
+ Integer FuelTracker (Integer value, FuelAction fuelAction)
+ Integer destructionTracker (Integer value)
+ boolean equals (Object o)
+ int hashCode()
+ String toString()

```



Resistance Starship

- ResistanceShipType resistanceShipType
- Attack Range attackRange
- + << constructor >>

+ ResistanceShipType getResistanceShipType

+ Attack Range getAttackRange

+ ResistanceStarship updated Fuel (Integer value, FuelAction fuelAction)

+ ResistanceStarship updated Destruction Level (Integer value)

+ Integer attack()

+ boolean equals (Object o)

+ int hashCode()

+ String toString()

! <<enum>>
! ResistanceShipType
! XWingFighter

! <<enum>>
! FirstOrderShipType
! TIEFighter
! StarDestroyer

First Order Starship

- FirstOrderShipType firstOrderShipType
- Attack Range attackRange
- + << constructor >>

+ FirstOrderShipType getFirstOrderShipType

+ Attack Range getAttackRange

+ FirstOrderStarship updated Fuel (Integer value, FuelAction fuelAction)

+ FirstOrderStarship updated Destruction (Integer value)

+ Integer attack()

+ boolean equals (Object o)

+ int hashCode()

+ String toString()